

REAL-TIME TACTICAL SIMULATION OF MODERN ARMORED WARFARE

# BATTALION COMMANDER™



SSI

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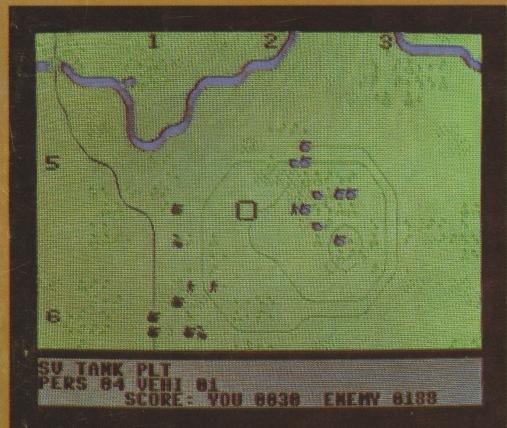
64k disk for Apple II  
with Applesoft  
ROM, II+, IIe  
and IIc.



# **"ATTACK THE FLANKS!"**

# **"LAY DOWN SMOKE SCREENS!"**

# **"FIRE MORTARS!"**



Smooth-scrolling screen uses Hi-Res color graphics to show forty different battlefields. Terrain includes minefields, rivers, forests, roads and hills (indicated by contour lines). Only enemy units that have been spotted by your troops are visible.

Screen displays shown are from the COMMODORE 64™.  
Displays for other computer(s) may vary.

COMMODORE 64 is a trademark of Commodore Electronics, Ltd.

Made in U.S.A.

Grim soldiers in the midst of combat. Tanks rumbling forward as howitzer shells erupt around them. The enemy is just over the next ridge. Your captain's voice crackles from the radio:

**"Your orders, sir?"**

As a lieutenant colonel in charge of an entire armored battalion, you must issue swift and concise commands. This decisiveness is especially critical in an exciting *real-time* tactical game like BATTALION COMMANDER. Here's your chance to match your wits against the computer in a series of conflicts designed to test your military prowess.

You can choose from five different scenarios. In the novice game, your objective is to destroy a Soviet tank battalion while learning the ropes of command. The tougher assignments include such missions as overwhelming an enemy whose defenses have been disrupted or dealing with an unexpected enemy encounter.

Your forces are equipped with a complete arsenal of modern vehicles and weapons such as tanks, APC's, howitzers, heavy mortars, antitank missiles and assault guns.

In BATTALION COMMANDER, you can select the nationality of ground forces (U.S., Soviet or Chinese) for either your side or the enemy's. Relative strengths can also be adjusted to vary the difficulty of the game. And if you get bored with the scenery, just choose another battle-ground from the 40 terrain maps available.

So go ahead — give the captain your orders. The outcome of battle rests on you, sir.

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**BATTALION COMMANDER** was designed by **David Hille**,

who also designed SSI's COMBAT LEADER™.

■ PLAYING TIME: 30 to 90 Minutes.

Box design/illustration by LOUIS HSU SAEKOW and BEN GARVIE.

- Real-time modern tactical combat simulation on a platoon/company level.
- Assume the role of commander and make decisions for your tanks and mechanized infantry.
- 40 different terrain maps.

- Select the level of command you want: battalion, company, or platoon commander.
- Choose Soviet, Chinese, or U.S. forces to play against the able computer commander.
- Solitaire play only.

